

CUTTHROAT ISLAND™

INSTRUCTION BOOKLET



Acclaim
entertainment, inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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The year is 1688. Britain is at war with Spain, whose rich holdings in the Americas fill the holds of Spanish galleons with untold treasures.

Privateers in the employ of the British crown prey on these treasure ships with the full support of the government, while Pirates who sail under no flag save the Jolly Roger prey on Spanish and British merchant ships alike. If captured, the gallows is their fate. Hapless citizens are waylaid by roving press gangs and unwillingly thrust into service in His Majesty's Navy. Many perish. Some choose to escape this fate by becoming Buccaneers. In the English island colony of Jamaica, convicted petty criminals are sold as slaves to the highest bidder. It is a brutal time, when even stout hearts tremble at the thought of...Pirates!

In 1619, the Spanish cargo ship Santa Susanna was taken by a pirate cutter, the Sea Devil. She headed for Tortuga with the richest cargo ever to leave the Americas. Caught in a gale, the Sea Devil was wrecked on uncharted Cutthroat Island™, an island only one man ever left alive. The treacherous survivor, a merciless pirate named Fingers Adams, managed to escape the island, but without the treasure, which he was forced to leave behind. On his deathbed he made a map and tore it into three pieces, posting one to each of his legitimate heirs. His illegitimate son Dawg got nothing. One of the pieces showed the latitude, another the longitude, and the remaining piece of the map the location of the treasure itself. Now you will join in the quest for that treasure, a quest that will take you from the high seas of the Caribbean to the deadly jungles of the reef-ringed atoll of Cutthroat Island™!

Real Treasure!

Cutthroat Island™ features a special in-game sweepstakes, giving YOU the chance to win real treasure—a real-life treasure hunt trip to the Florida Keys, gold coins, movie passes good at any Cineplex Odeon theater and more! The sweepstakes is open to residents of the U.S. and Canada, except the province of Quebec, so you'll be competing with the most talented gamers in North America! You must collect all five of the treasure chest icons hidden throughout the Cutthroat Island™ game, answer all three questions shown on your screen correctly and send in your entry. For details on entering the sweepstakes and sweepstakes rules, see the official sweepstakes rules found in this manual. No purchase necessary. Void where prohibited. Sweepstakes entries must be received by December 31, 1996.

Before you weigh anchor...

LOADING:

1. Make sure the power switch is OFF.
2. Insert the Cutthroat Island™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON. An introduction will tell you the story of Cutthroat Island™. When the Cutthroat Island™ title screen appears, you will see the following choices: START GAME and OPTIONS. To begin searching for treasure, highlight START GAME and press the START BUTTON.



Options

Fighting Style

Cutthroat Island™ allows you to choose between two exciting fighting styles:

SWORDPLAY features the sword as the default attack, letting you slice and slash your way through the game. **BRAWLING** features a punch with the swordbutt as the default attack, giving you the feeling of hand to hand fisticuffs!

Once you have highlighted your choice, press the **START BUTTON** to begin play.

Game Features

One Player Game

Cutthroat Island™ is for one or two players. If a second player wishes to "jump in" at any time, he or she may do so by pressing the **START BUTTON** on controller 2.

Two Player Game

If you choose to play Cutthroat Island™ with two players, the player using Controller 1 controls Morgan, while the player using Controller 2 will play as Shaw. In a two player game, players work together to complete the various levels and capture the treasure. For example, if Morgan is battling an enemy, the player controlling Shaw can do special moves to assist her. Cooperation is the key to winning a two player game.

Once you've chosen how you wish to play, press the **START BUTTON** to begin.

The Cutthroat Island™ Screen



Energy Meters

Each character's energy is displayed in a bar located next to his or her portrait. As Morgan or Shaw is hit, her/his energy is depleted, and the bar progressively empties. When it becomes completely empty, the character loses a life. Picking up various icons will partially or completely restore energy.

Aggression Indicator

Your character's Aggression Indicator changes to indicate successful hits. When the indicator is flashing, special moves may be performed! If you lose a life or 25% of your health within 3 seconds, the indicator will reset.

Lives Remaining

Each character begins *Cutthroat Island*™ with 3 lives. The number of lives a player has left is displayed next to that character's portrait.

Enemy Energy

When battling an enemy, that foe's energy will be displayed on screen (for 2 seconds, or until a different enemy is hit) on an energy meter next to the enemy portrait.

Scoring

Each player's score appears above his or her energy meter. Points in *Cutthroat Island*™ are awarded for defeating enemies, collecting pick up items, and for accomplishing certain Bonus tasks. Points are also awarded for accuracy (hits vs. misses), health, map pieces collected, and successful hits.

Continues

Players can earn continues, which allow for continued game play after all lives have been lost. A continue is automatically awarded every 30,000 points.

Weapons

While the sword is your default weapon, different weapons can be collected throughout the game. When you collect a weapon, it will appear in your character's hand. To use a

throwing weapon, press the CONTROL PAD in the desired direction of the throw while pressing the X BUTTON. Below is a guide to the weapons you may encounter on your search for the elusive treasure.

SWORDS

The major weapons in Cutthroat Island™ are swords. Mastery of a broad range of conspicuous cutlery will be needed in order to defeat the foes that stand between you and the vast treasure of Cutthroat Island™! Swords can never be used up, but they can be replaced by better ones. Swords can also be knocked or stripped away from you in the heat of battle, making it necessary to find another one. Hold on tight to your sword, lest you be caught facing Dawg empty handed!

Sword

This is Shaw's default weapon. Use it to slash, jab, thrust and parry the attacks of your foes.



Rapier

The most sought-after sword, the rapier, is light, strong, and razor sharp, making it a perfect fighting weapon for any situation. This is Morgan's default weapon.



There are more powerful swords hidden in the game. Can you find them?

Other Weapons

At various locations in Cutthroat Island™, weapons which are not featured below may be used to thwart your enemies. Be resourceful and ever-alert to the potential for pistols, bombs and other useful items to appear. Some weapons in Cutthroat Island™ are temporary, and will break or be discarded after one or more hits.

Knife

Collecting this throwing knife is very useful, as you can damage an enemy from a distance with it.



Bomb

It's a hard way to go, blown to glory by a fiery ball of death! Collect this bomb and throw it before it explodes!



Bottle

Grabbing a bottle can save your skin in close quarters.



Boulders/ Rubble

Throw these at enemies as often as you can pick them up. Boulders and rubble can be used repeatedly to knock some senselessness into your opponents.



Flaming Torch

When you pick up a flaming torch, hold it for as long as you need its light. Should circumstances dictate, throwing a flaming torch will do great harm to your enemies.



Hammer

If your opponent insists on moving about, try to nail him down with this fine tool.



Pistol

A ball and cap will blast your many enemies to kingdom come.



Pick Ups

Food

Throughout the game, various foods which will restore a player's energy partially or completely (depending on the amount of food) can be found and consumed.

Key

Sometimes, the characters must find keys which will allow them to escape pursuers by opening locked doors.

Medicine

Collecting a medicine icon instantly restores a character to full strength.

Extra Life

Gain one more chance to outwit (and outlive!) the pirates and pursuers who covet the Cutthroat Island™ treasure by picking up the extra life icon.

Treasure Chests

Find all five of the special in-game sweepstakes treasure chests—you could win a fabulous prize. Collect all five chests, finish the game and you will be presented with the contest questions. See back of manual for details!



Controls

Swordplay: Sword Slash (left hand) = Y BUTTON

Brawling: Sword Butt (left hand) = Y BUTTON

Sword Butt (right hand) = X BUTTON

Move Player In Direction Pushed = Control Pad

Distance Weapon Throw = X BUTTON + DIRECTION

Block = A BUTTON

Jump = B BUTTON

Throw Enemy Backwards = Back + Y BUTTON

Pause Game = Start Button

Scissor Kick = B BUTTON then Y BUTTON



There are moves which aren't given away here.
Can you discover them?

To successfully find and win the precious treasure hidden on Cutthroat Island™, you must first master the art of swordplay. Practice these moves until they are second nature. Combining moves is often the most effective way to dispatch a foe. Keep in mind that there are many items which can be picked up and used as weapons in Cutthroat Island™. Use your wiles to find them and be as ruthless as the many enemies you face. Remember, you're up against the most ruthless of pirates, and mistakes are costly, if not fatal!

Bonus Moves

After successfully getting through some areas, you are awarded a "bonus move" which you could not do before. This move will be demonstrated and the button controls shown on screen. Bonus moves can only be performed when a player's aggression meter is flashing.

Pirate Action!

Cutthroat Island™ features many exciting areas of play. To complete the game and earn the highest score, you must meet the goals of each area.

PRISON



The action begins in the rank prison overseen by a cruel Warden. Looking for someone who can translate the Latin inscribed on her treasure map, Morgan hears that the learned ne'er-do-well William Shaw is imprisoned for stealing, and is to be sold into

slavery. Determined to find him, Morgan goes to the prison, where she gains the unwanted attention of a clever prison

guard who recognizes her from a wanted posting. With the alert sounded, Morgan and Shaw feverishly try to escape the prison. To do so, they must find the key which will open the gate. But they must act quickly, as swarms of Redcoats deploy on the double to capture them. You will have to overcome a fair number of guards before you face the final foe who stands between you and freedom: the Warden! Vanquished enemies may drop useful items which you can collect.

QUARRY CART CHASE



Morgan and Shaw desperately flee pursuing prison guards, using whatever means are at hand. Leaping into an abandoned quarry cart, they are soon careening down a steep grade out of the prison quarry and into the surrounding hills, with a troop of deter-

mined guards close behind! It's a daring plan, but the way is littered with huge boulders and angry pursuers. The escaping duo must lean the right way to direct their runaway quarry cart out of harm's way. If you're playing a two player game, you'll find that both players have to work together in order to make it safely out of the quarry.

SPITTALFIELD



The lively town of Spittalfield is full of shops, and townspeople who don't much care for lawless pirates! Morgan and Shaw can expect less than open arms when they arrive looking for Morgan's Uncle Mordechai, who has the remaining treasure map.

Shaw and Morgan find all manner of mayhem in the various streets and shops they visit, but they must stop at the Blacksmith's in order to temper their swords, and so defeat the pirates guarding the entry to Spittalfield Tavern, where Mordechai and his crew await with pistols primed and sabers drawn—Dawg's in town, and means to have the map as well!

SPITTALFIELD TAVERN



Morgan and Shaw fall into the filthy fingers of Dawg Brown's band of brigands, who have taken over the Spittalfield Tavern in hopes of forcing Mordechai to reveal the whereabouts of his map! The tavern erupts in a furious donnybrook as pirates and

patrons alike fight with anything handy against anyone standing! Dawg's First Mate, Snelgrave (a man of pure evil who loves a good fight) must be thoroughly beaten if you are to retrieve the map from its hiding place. Look out for the trap door that offers escape back into the town, but don't forget the map!

CARRIAGE CHASE



The town is in an uproar, with a hornet's nest of British Redcoats out in force to subdue the raucous pirate outrages! Morgan and Shaw, having narrowly escaped death at the hands of Dawg and crew, now must flee the town and return to the Morning Star

with both pirates and Redcoats fast on their heels. In a typically bold manner, Morgan and Shaw leap to the roof of

a passing carriage, and attempt to ride it along the harbor front to the docks. You'll have to dodge deadly accurate cannon fire from the warships of His Majesty's Navy in the harbor while you fend off the attacks of determined pursuers. When there's a price on your head, even timid souls seem to gain the courage to dare to bring you down! From windows and rooftops, the way to the harbor is a gauntlet of ferocious fire and would-be warders!

SPITTALFIELD HARBOR

With all the noise you've been making in the town, the Harbormaster has had plenty of time to prepare for you! A good friend of Governor Ainslee, the Harbormaster is going to do his best to make sure you don't return to your ship!

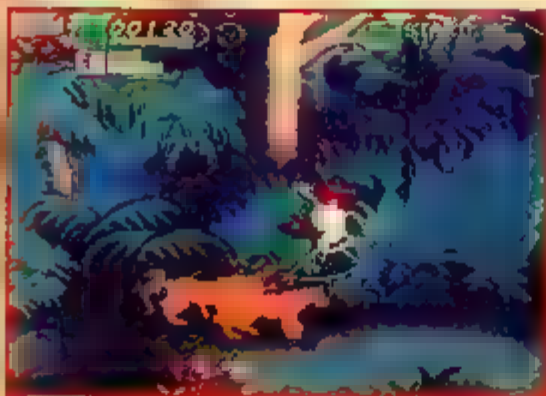
MUTINY ON THE MORNING STAR



Morgan and Shaw manage to return to the supposed safe haven of the Morning Star with a complete map in hand giving the location of the treasure. They set sail for Cutthroat Island™, only to find that the simmering hatred of First Mate Scully

has finally exploded into open defiance: Mutiny! Shaw and Morgan must battle for command of the Morning Star. The fight rages between decks with all hands slashing and slicing for their very lives!

JUNGLE



Dawn finds the weary, water-logged survivors miraculously washed up on the beach of Cutthroat Island™. When Dawg's ship The Reaper is spied anchored in a secluded inlet, it becomes clear that you will have more than monkeys to deal with! From jungle treetop to quicksand-filled swamps, they set off to explore Cutthroat Island™. As they make their way, they must climb up vines and be mindful as they cross rotting rope bridges. The jungle island has many dangers! Beware of fierce jungle creatures as you search for Dawg and his men.

THE CLIFFS



Governor Ainslee has promised Dawg a full pardon if Dawg can deliver Morgan and half the treasure to him. This uneasy bargain means that Morgan, Shaw and company must now contend not just with Dawg and the Reaper's crew, but with a company of British Redcoats as well. You've got the map, but are you leading your enemies right to the treasure? The map indicates that the treasure is—down a cliff? The intrepid searchers must now confront a sheer cliff face in order to pursue the treasure that is so close! You'll have to rappel down the cliff on jungle vines, moving from ledge to ledge as you battle the enemies that now dog your every step. The odds are uneven at best, but who said a pirate's life was fair?

TREASURE CAVERN



In a vast cavern lies the treasure you've fought so hard to find. The chambers of the cavern are full of dangers like bats and black panthers, watched over by the bones of those who never lived to tell of the treasure they now silently guard. The gloomy

cavern is full of traps for the unsuspecting. If you can find a torch to light your way, you may have a dead man's chance of finding the bounty that you seek!

There are further adventures ahead—discover them if you can!

Characters

Morgan Adams



That rarest of heroes, a pretty pirate, Morgan has been raised at sea among the lowest and meanest of men. A veteran of many evil exploits, she is as cunning and fierce as any man. Following the death of her father Harry, she must prove herself worthy of finding the treasure and leading his crew—before Dawg can get his eager hands on her and the maps!

William Shaw



A charming but reckless scoundrel, William Shaw comes from a background of learning and privilege, both of which he's chosen to forego in pursuit of a life of crime. His amused respect for Morgan eventually turns to love. He will risk his soul for her, and does!

Dawg Brown



Dawg Brown grew up with a deep appreciation for all things criminal. Scorned by his family, he is the wickedest sibling of all. Learning of the three treasure map pieces, he became obsessed with finding the treasure no matter what the cost. Dawg will be after Mordechai next, and then? Morgan better beware!

Snelgrave



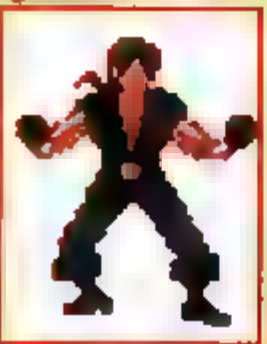
Dawg's terrible toady, Snelgrave is as vicious a rogue as you're likely to find, next to Dawg himself. In place of his missing left hand, Snelgrave has a length of sturdy chain, which he whips with deadly accuracy at his foes!

Governor Ainslee



Governor Ainslee is the corrupt Governor of His Majesty's Royal Island Colony of Jamaica. A tyrant with an appetite for spoils, Ainslee proves a suitable, if untrustworthy, partner in crime to Dawg Brown. He has cast an appreciative eye towards Morgan before, but now his interest has turned to treasure!

Mordechai Adams



Morgan's uncle Mordechai is a dissolute pirate. Not surprising considering that the family tree is the gallows! Mordechai holds the third piece of the treasure map, and be assured, he won't give it up to anyone without a fight!

Harbormaster



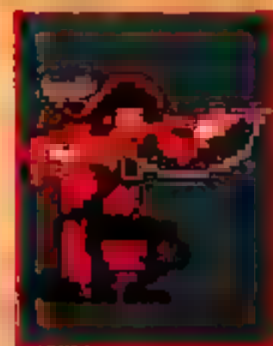
The Harbormaster is a strong man who commands the waterfront and all who use it. It's a measure of his evil that he's a mighty match for Morgan and Shaw!

Warden



A cruel caretaker of Jamaica's criminal outcasts, the Warden is a tense man whose career is about to take a turn for the worse. He'll rue the day William Shaw and Morgan Adams crossed his path!

Redcoats



The British garrison at the crown port of Jamaica is known for its disciplined fighting under the leadership of Governor Ainslee. When a troop of Redcoats is on the quick march after you, you'd best step lively and have your affairs in order.

Pirates



Desperate men who forsake crown and country in pursuit of illusory riches, pirates live a dangerous and unfailingly harsh existence. A treasure like that of Cutthroat Island™ is the stuff of dreams! But a pirate's code of honor means only that the last left alive enjoys the spoils!

EXCITING INTERACTIVE

PLAY ALONG AND WIN REAL TREASURE!

As you cast off in search of treasure on the mysterious and dangerous Cutthroat Island™, you could find yourself winning real treasure! Throughout the many different levels of the game, you will encounter five treasure chest icons. Once you have collected all five, a sweepstakes screen will appear and you will be asked three questions. Answer each on the card provided below, mail it in, and you could win one of the exciting prizes. That is, if you are brave and skilled enough to survive the perils which await you in Cutthroat Island™.

YOU COULD WIN!

- Grand Prize: (1) An exciting real life treasure hunt for two in the Florida Keys! (includes first class hotel accommodations and daily excursion on a treasure hunting vessel.) (Actual Retail Value \$5,500)
- First Prize: (4) Gold Bar (Actual Retail Value \$500 each)
- Second Prize: (12) Cutthroat Island home video (Actual Retail Value \$50)
- Third Prize: (50) A pair of movie passes to your local Cineplex Odeon Theater. (Actual Retail Value \$16 per pair)

WHAT TO DO!

- 1) Fill out the front of the entry form entirely making sure you have answered all three questions that appear on the in-game sweepstakes screen.
- 2) Cut out the entry form on the dotted line, place it in a self-addressed stamped envelope and mail to:

CUTTHROAT ISLAND™
IN-GAME SWEEPSTAKES
P.O. BOX 4197
GRAND RAPIDS, MN 55730-4197

Entries must be received by December 31, 1996.

GOOD LUCK!

CUTTHROAT ISLAND IN-GAME SWEEPSTAKES OFFICIAL RULES

1. TO ENTER: NO PURCHASE NECESSARY. Enter the "Cutthroat Island" In-Game Sweepstakes by completing an official entry form, or on a 8" X 5" paper, print your name, complete address, question answers, daytime phone, date of birth, and game



IN-GAME SWEEPSTAKES!

systems owned and mail to: "Cutthroat Island" In-Game Sweepstakes, P.O. Box 4197, Grand Rapids, MN 55730-4197. Mutilated, incomplete, or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries. Entries must be mailed separately and be received by 12/31/96. Mechanically reproduced entries are not eligible.

2. PRIZE DRAWING DETAILS: Winners will be selected in a random drawing conducted on or about 1/10/97 from among all eligible entries with the correct answers received by Marden-Kane, Inc., an independent judging organization whose decisions are final. No substitutions or transfer of prizes permitted except, if prize is unavailable, sponsor has right to substitute a prize of equal value. Odds of winning a prize depend upon the number of eligible entries received. By entering this sweepstakes, entrant consents to the use of his or her name and/or photograph without additional compensation, in any publicity carried out by Acclaim Entertainment, Inc. related to the sweepstakes, except where prohibited by law. Winners will be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in the disqualification of the entry and an alternate winner will be selected. If trip winner and/or guest is younger than 18 years of age, he/she/they must have permission of a parent or legal guardian in order to travel. Winner's travel companion will be required to complete a Publicity/Liability Release form. All prizes will be awarded and winners will be notified by mail or overnight delivery.

3. PRIZES: (1) Grand Prize: A five day/four night trip for two to the Florida Keys. Trip includes round trip coach air transportation from major airport nearest winner's home to nearest major airport of destination, hotel accommodations (one room), daily scuba diving excursions (Scuba lessons not included). Winner will not be permitted to

CUTTHROAT ISLAND™ IN-GAME SWEEPSTAKES

NAME _____

ADDRESS _____ APT# _____

CITY _____ STATE _____ ZIP _____

DAYTIME PHONE _____ DATE OF BIRTH _____

GAME PURCHASED FOR: (Check all that apply)

☐ SUPER NES® ☐ GENESIS™

ANSWERS:

1) _____

2) _____

3) _____

ENTRIES MUST BE RECEIVED BY DECEMBER 31, 1996

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scuba dive unless scuba certified) and \$500 cash. Personal expenses such as, but not limited to, beverages, souvenirs, taxes and gratuities not included. Trip must be taken by 1/10/98. Certain blackout dates apply (ARV \$5,500); (4) First Prizes: A gold coin (ARV \$500 each); (12) Second Prizes: Cutthroat Island Home Video (ARV \$50 each); (50) Third Prizes: Two movie passes to a local Cineplex Odeon Theater (ARV \$16 each, per pair). Trip winner and guest agree to hold Acclaim Entertainment, Inc., Cutthroat Distribution Inc., The Licensing Group Ltd., their employees, agents, affiliates, subsidiaries, licensees, and advertising/publicity and promotion agencies harmless against all claims or liabilities arising directly or indirectly from prize winning. Not Sponsored by Nintendo.

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5. **WINNERS LIST:** For a list of prize winners, available after 1/10/97, send a stamped, self-addressed envelope to: "Cutthroat Island" In-Game Sweepstakes Winners, P.O. Box 9006, Glen Cove, NY 11542-9006.

6. **QUESTIONS AND ANSWERS:** For questions and answers, send a stamped, self-addressed envelope (VT and WA residents may omit return postage) to: "Cutthroat Island" In-Game Sweepstakes Answers, P.O. Box 9006, Glen Cove, NY 11542-9006. Request must be received by 11/29/96.

The logo for "Cutthroat Island" is rendered in a large, bold, yellow, stylized font with a black outline. The word "CUTTHROAT" is on the top line, and "ISLAND" is on the bottom line. The letter "C" is particularly large and ornate, with a long, sweeping tail that extends to the left. A small trademark symbol (TM) is located to the right of the word "ISLAND". The entire logo is enclosed within a dashed rectangular border.

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LOOK FOR

Todd McFarlane's

SPAWN™

THE VIDEO GAME



KIDS TO ADULTS



AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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